

WHAT IS CLAIMED IS:

1. A deferred graphics pipeline processor comprising:
  - a texture unit and a texture memory associated with said texture unit; said
  - 5 texture unit applying texture maps stored in said texture memory, to pixel
  - fragments; said textures being MIP-mapped and comprising a series of texture maps
  - at different levels of detail, each map representing the appearance of the texture at a
  - given distance from an eye point; said texture unit performing tri-linear interpolation
  - from said texture maps to produce a texture value for a given pixel fragment that
  - 10 approximates the correct level of detail; said texture memory having texture data
  - stored and accessed in a manner which reduces memory access conflicts and thus
  - improves throughput of said texture unit.

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ADD A2

add B1